PlayStation®

NTSC U/C

Plays

EVERYONE

CONTENT RATED BY ESRB

SLUS-00672

DEVIL DICE™

"One of the most fiendishly addictive puzzlers ever made."
–PSM

THQ™

Warning: Read Before Using Your PlayStation® Game Console

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Handling Your PlayStation® Disc

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold it by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the outer edge. Never use solvents or abrasive cleaners.

HINT LINE

For hints and strategies on **DEVIL DICE,** call:

1-900-370-HINT

Must be 18 years of age or have parental permission.

Touch-tone phone required.

$.95/min (automated), $1.25/min (live 9am-9pm)

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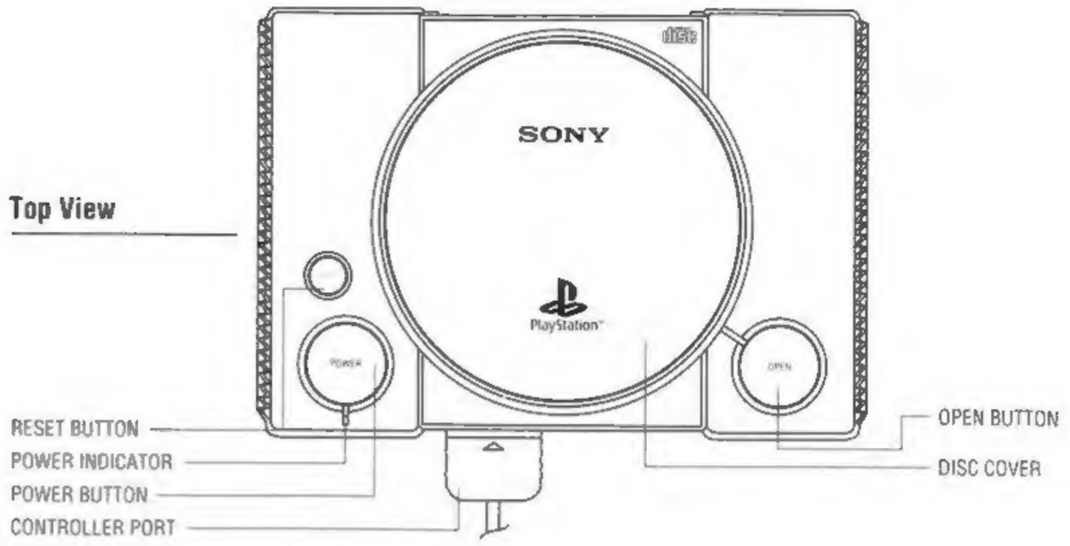
Setting Up

PlayStation® Game Console

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is off before inserting or removing the CD.
3. Insert the **DEVIL DICE** CD and close the CD door.



4. Insert game controller(s) and turn on the PlayStation® game console.
5. Follow on-screen instructions to start the game.

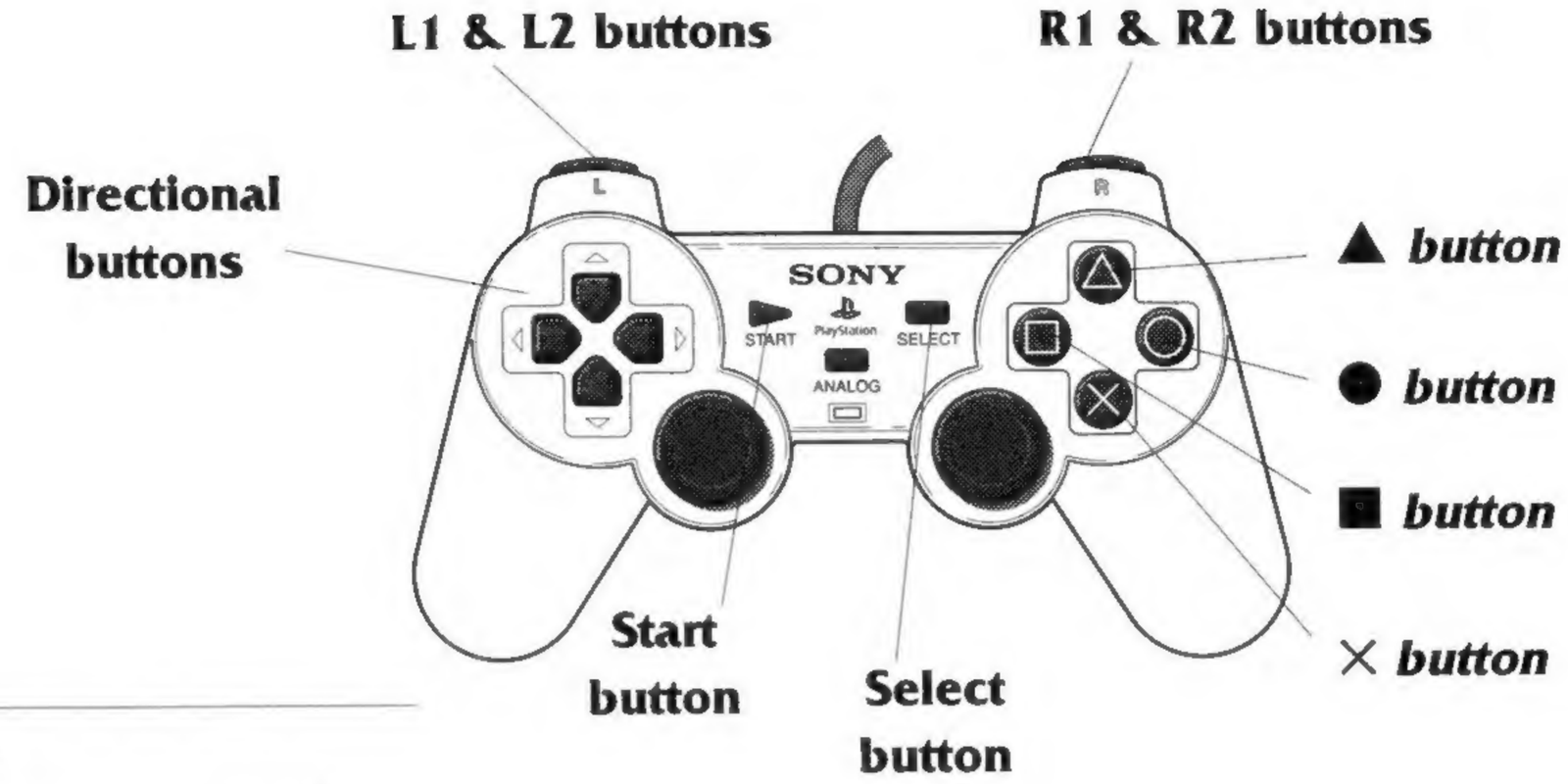
Memory Cards

You can save games at their current level of progress onto Memory Cards, and resume play on previously saved games. Insert one or two Memory Cards (sold separately) into the PlayStation® game console before starting play.

If a Memory Card is full, you won't be able to save games to it. Delete unwanted data or reformat the card before starting play.

Important: Do not remove a Memory Card while saving or loading games; doing so could damage the game data.

Controls



Gameplay

Directional buttons

↑ - Move character to UPPER RIGHT.

→ - Move character to LOWER RIGHT.

↓ - Move character to LOWER LEFT.

← - Move character to UPPER LEFT.

× button

Show player number.

■ button

Display your Life Meter in Wars Mode.

● and ▲ buttons

Not used.

L1 or R1 buttons

Move the viewpoint left or right in Puzzle Mode.

L2 or R2 buttons

Select the next or previous puzzle in Puzzle Mode.

Gameplay (continued)

Start button

Pause/resume game.

Select button

Restart last round or puzzle.

Select button + Start button

Return to Main Menu.

Menus

Directional buttons

Move cursor on menu screens.

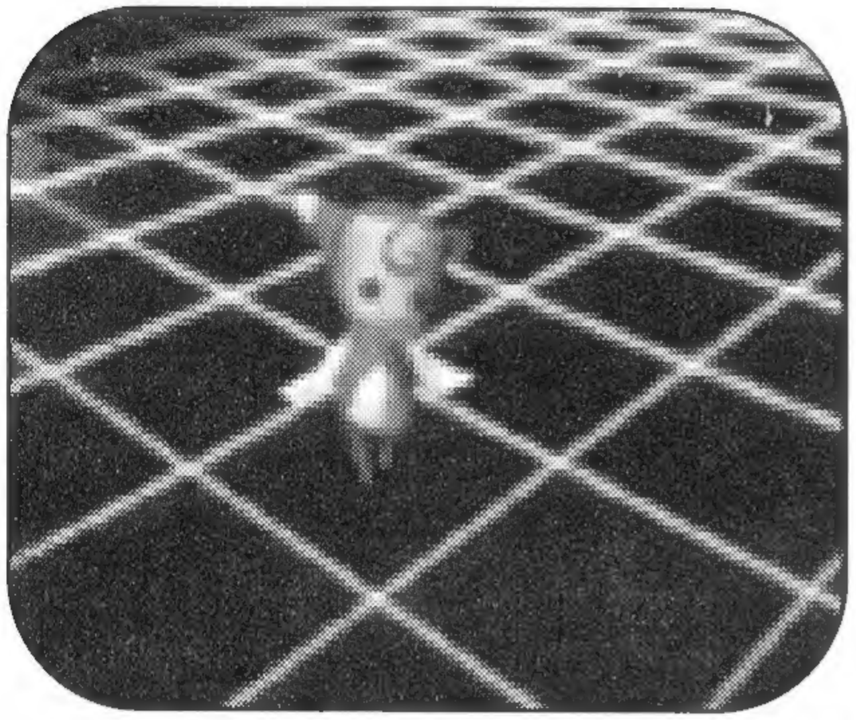
× button

Confirm a menu selection.

▲ button

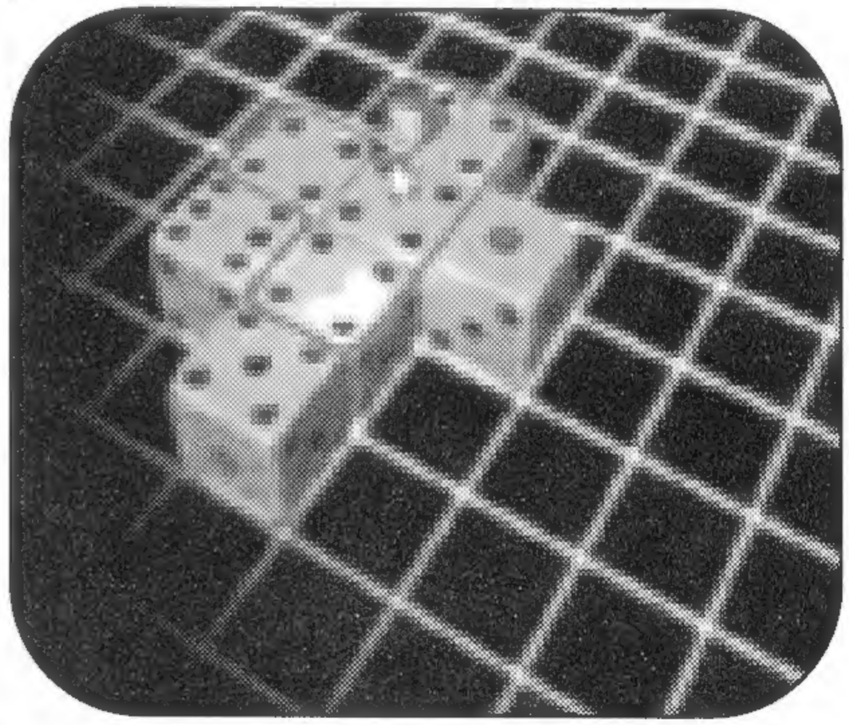
Cancel a menu selection.

Little Devil, Big Fun!



Don't start a game of **DEVIL DICE** if you want to get any sleep tonight! Race your devils over the tops of dice, feverishly turning them over to line up similar numbers, retire numerous rows of dice, and obtain the highest score possible.

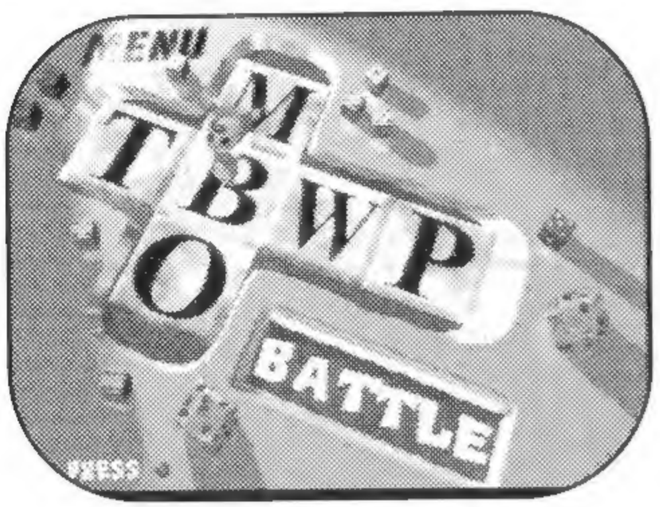
This addictive, 3D multi-player puzzle game will tempt your puzzle-solving urges in many different ways. First, you can try and beat the clock, but there never is enough time . . . or is there? If the clock is too easy for you, take on the computer or up to four of your friends. For even more challenging game-play, try one of a thousand puzzles in Puzzle Mode, where you can play with five different styles of dice, each with their own prankish properties.



Once you pick up the controller for this devilishly addictive game, you'll be hooked for life!

Starting a Game

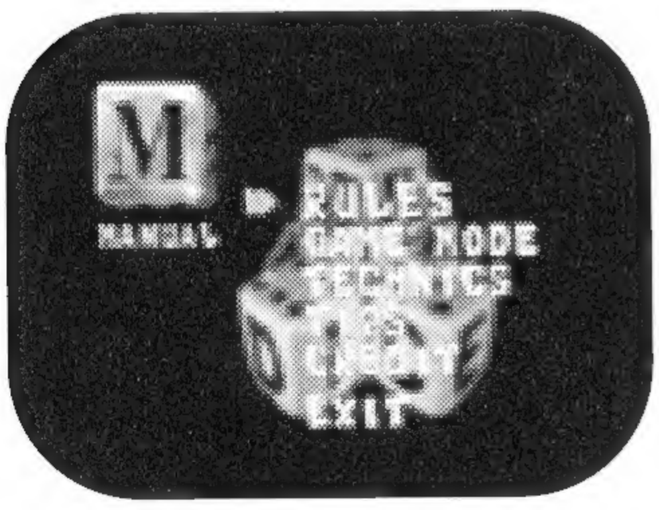
The Main Menu



At the **DEVIL DICE** Title screen, press the **Start** button to go to the Main Menu. From there, you will see six choices: TRIAL, BATTLE, WARS, PUZZLE, OPTION and MANUAL. Before you select which game mode to play, it's probably a good idea to read over the descriptions of the various types in this manual, or select the MANUAL option to view the in-game tutorial.

Once you've familiarized yourself with the modes of play, you can adjust the game settings in the Options menu, or select the mode you wish to play and press the × button.

In-Game Manual



Select MANUAL from the Main Menu to view the built-in game manual. You can watch many examples of gameplay demonstrated on screen, and participate in interactive tutorials that teach you everything from the basics to advanced strategy. You can select RULES, GAME MODE, TECHNIQUES, TIPS or CREDIT (which lists the people responsible for creating **DEVIL DICE**). Press the ▲ button at any time to end the tutorial and return to the Manual menu.

Saving/Loading Game Data

You can use a Memory Card to save and load high scores, and to save your progress in Puzzle Mode. You can save your game whenever you exit a mode. If you have **DEVIL DICE** data saved on a Memory Card, that data will automatically load when you turn on your PlayStation with the **DEVIL DICE** CD-ROM in it. You can also save and load data by using the MEMORY CARD option in the Option menu. One free block of memory is required in order to save your game.

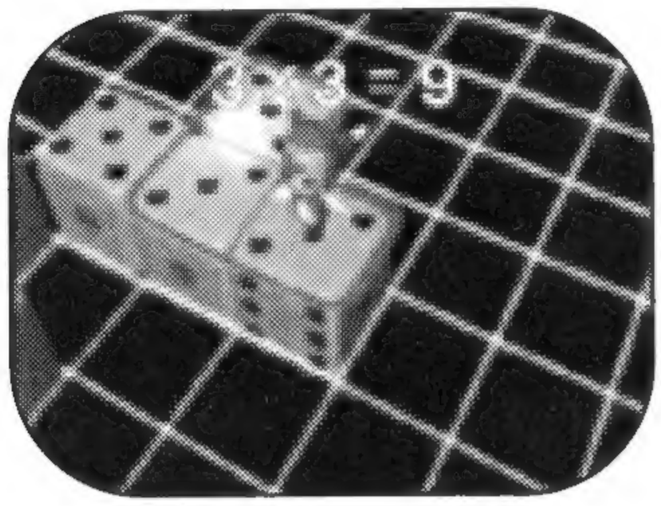
Option

Select OPTION from the Main Menu to change game settings and view the current rankings in each mode. There are four options to choose from:

- **Ranking** Cycle through the different ranks in **DEVIL DICE**, including high scores and chain rankings.
- **Memory Card** Save or load games manually from a Memory Card. You can use this option in addition to the automatic save explained above.
- **Config** Change the playfield background (GALLERY), change the game speed (SPEED), and adjust the position of the playfield (ADJUST).
- **Sound** Adjust the game volume and play different music tracks and sound effects from the game. Use the **Directional buttons** to move the cursor to the option. Press the **Directional button** left or right to adjust volume, and press the × button to play a music track or sound effect.

Basic Rules

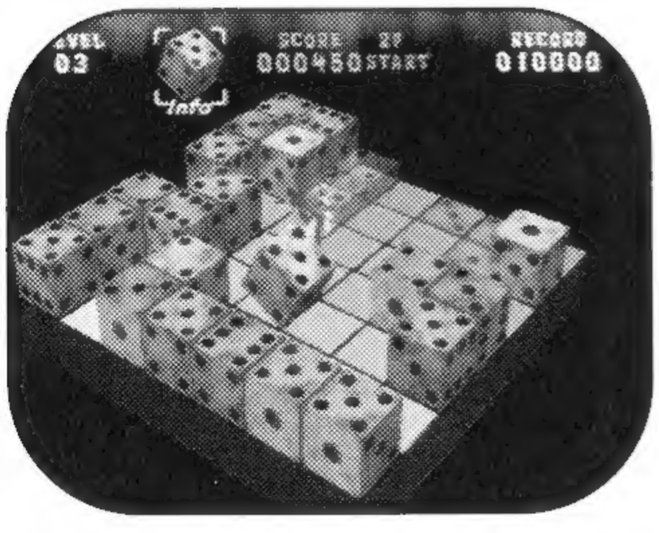
The Object



The object of **DEVIL DICE** is to make as many dice disappear as possible.

- Dice will disappear when you line up an amount of dice equal to the number shown on the top face of the dice.
- When you are on top of a die, use the **Directional buttons** to roll it in different directions.
- If the die you are standing on is touching another die, you can move your character over to that die and roll it around as well.
- When you line up dice correctly, they will gradually sink into the floor and disappear. For example, if you have three Threes lined up so they are touching, then they will disappear.

The Floor



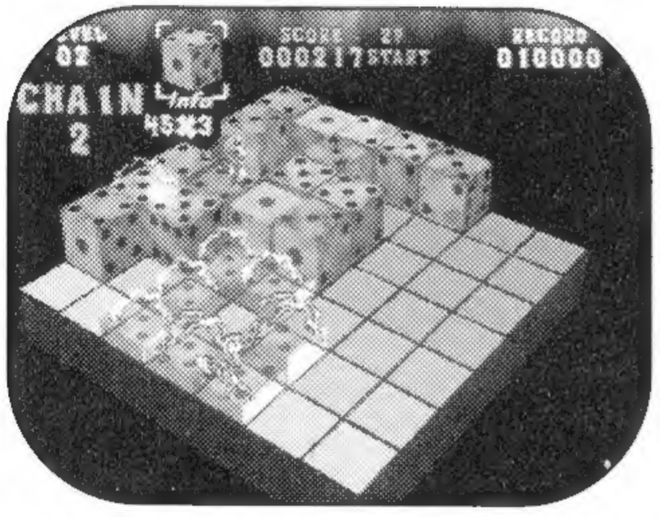
If you don't quickly move to a die that is not vanishing, you may find your character on the floor. From this position you can push the dice and line them up, but it's a lot more difficult than rolling them. If you're on the floor, climb onto dice that are rising up, in order to continue rolling other dice.

Sometimes you will want to get off of a die quickly; in this case, press the **Directional buttons** as the die is disappearing. You can then climb onto another die as it rises and continue play as normal.

The Chain

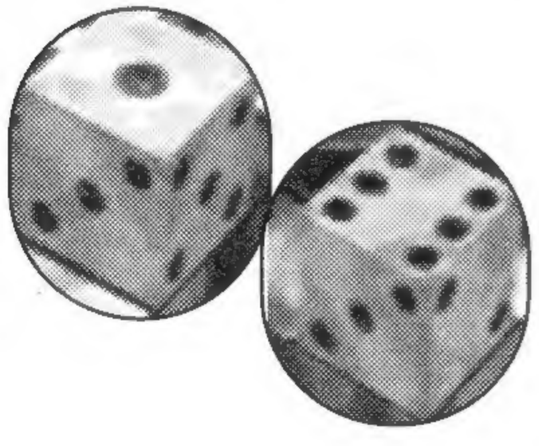
One of the most important concepts in **DEVIL DICE** is the "chain." Once you have lined up the dice correctly so they are descending, you can add more of that same kind of dice until they disappear completely. Every time you add a die to a chain, you get the number of that die added to your score, plus a progressive multiplier (x2 for the first die added, x3 for the second, etc.). You can chain by pushing blocks when you're on the floor, and even hop on an ascending die and continue the chain as long as all the dice have not disappeared.

Ones



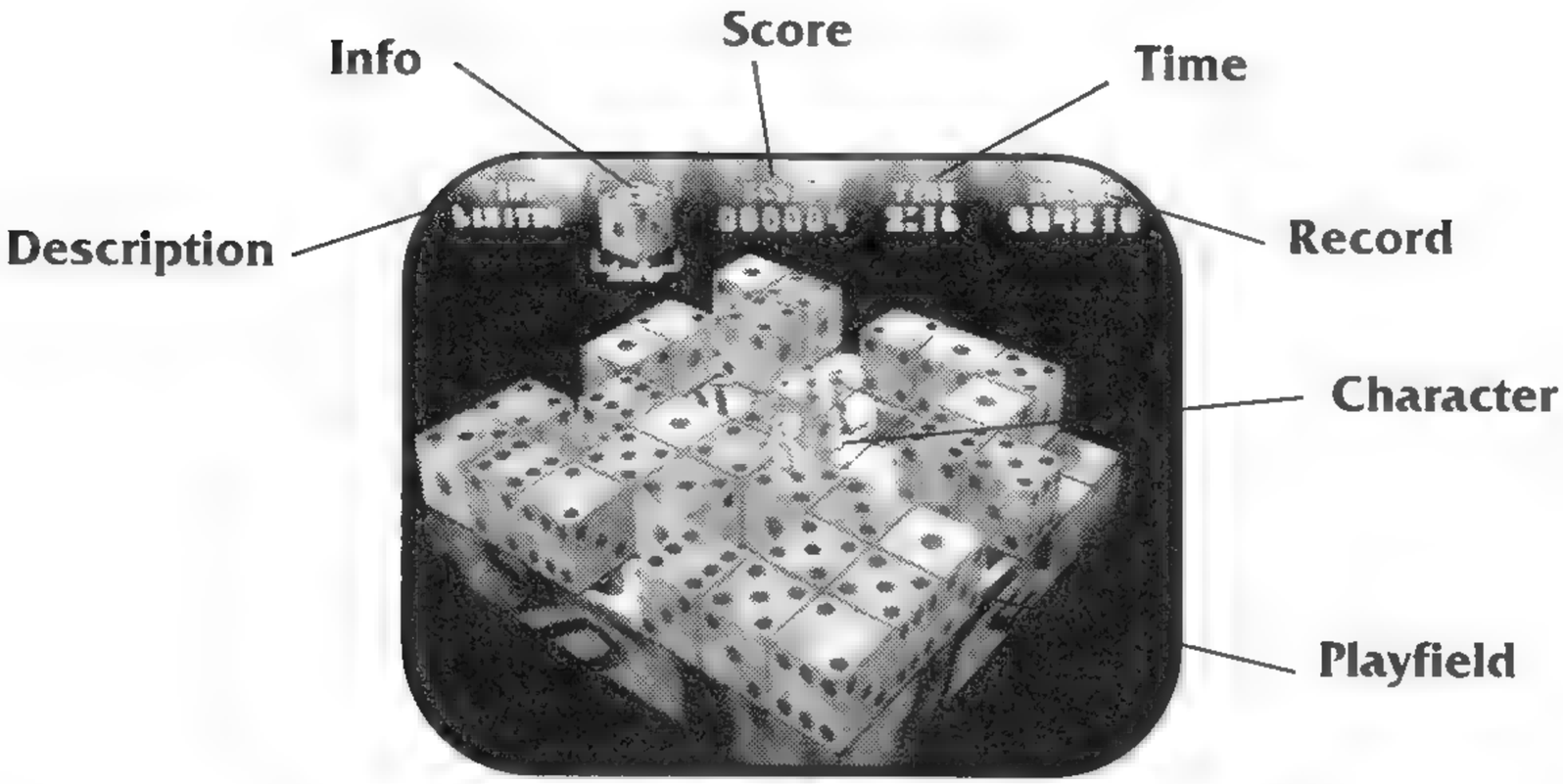
The side of the die with a One on it behaves differently from the other sides. In order to make a One disappear, you need to line it up with a set of already-descending dice. By doing this, all Ones on the board will disappear at once. This technique is called the "Happy One."

The Seven Trick



The opposing faces (front and back) of a die always equal 7. Thus 1 and 6 are on opposite sides, as are 2 and 5, and 3 and 4. You can use this to identify the faces of the die that are hidden from view.

Trial Mode



In Trial Mode, dice are constantly rising from the floor. You must line them up as fast as possible and make them disappear. You score points based on the number and type of dice you can make disappear. As you cause more dice to vanish, your level will increase, causing the dice to appear faster. When the field becomes completely filled with dice, your game ends.

- **Description** Displays your current level in Endless Mode.
- **Info** Displays the faces of the dice you are currently on.
- **Score** Displays your score.
- **Time** Displays the amount of time left in Time Limited Mode.
- **Record** Shows the high score for that mode.
- **Character** The character you control.
- **Playfield** The available area in which you move the dice around.

Modes of Play

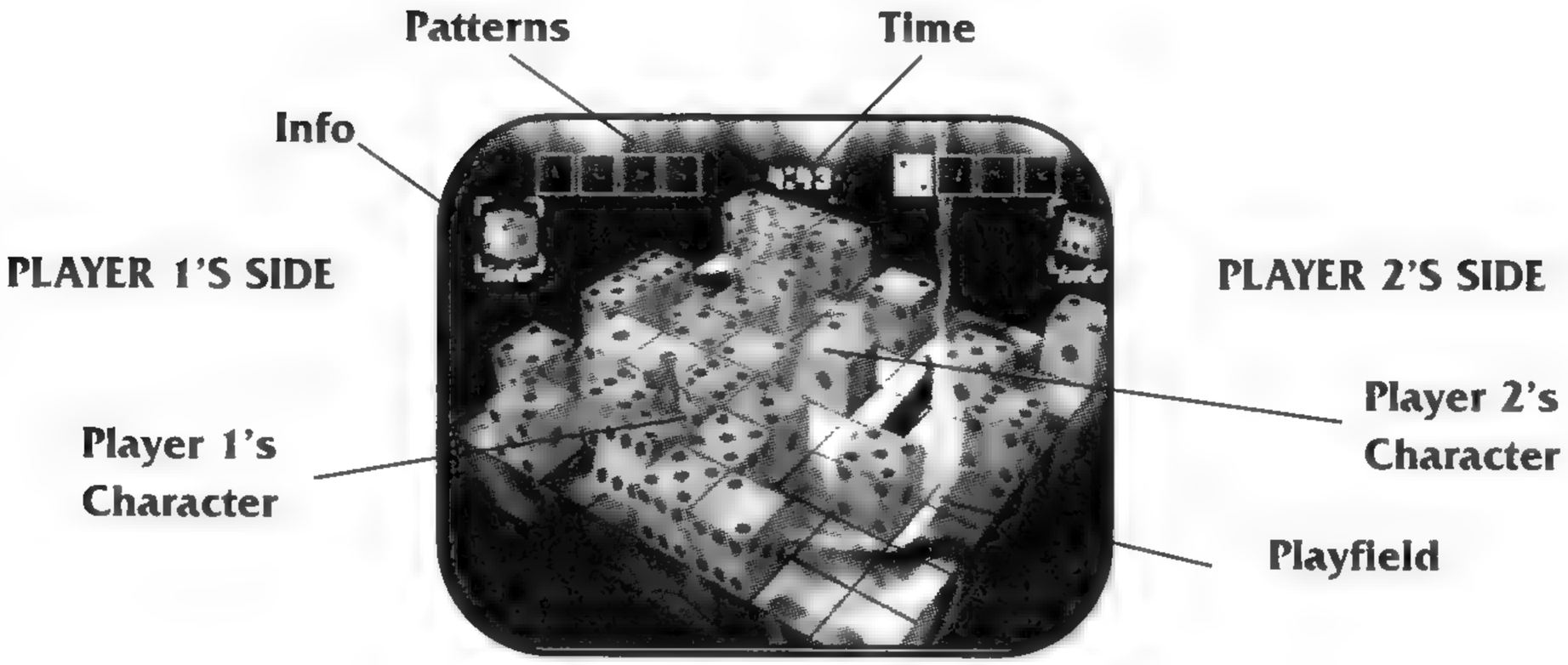
There are three Trial Modes of play:

- **Endless** In this mode, you can play until the entire playfield is filled with dice.
- **Time Limited** This timed mode lets you see how high you can score in three minutes.
- **Exhibition** This is a cooperative two-player mode. It is exactly like Endless Mode except both players add to the same score.

Trial Mode Hints

Here's an example that demonstrates the value of chaining when playing Trial Mode. When you line up four Threes, your score is 3 x 4 = 12 points. If you chain the same arrangement (connecting three Threes, then adding a fourth Three), you can see that your first three dice score 3 x 3 = 9 points, while the fourth die makes it 3 x 4 x 2 = 24 for a total of 33 points. As you repeat the chain, the score will continue to multiply.

Battle Mode



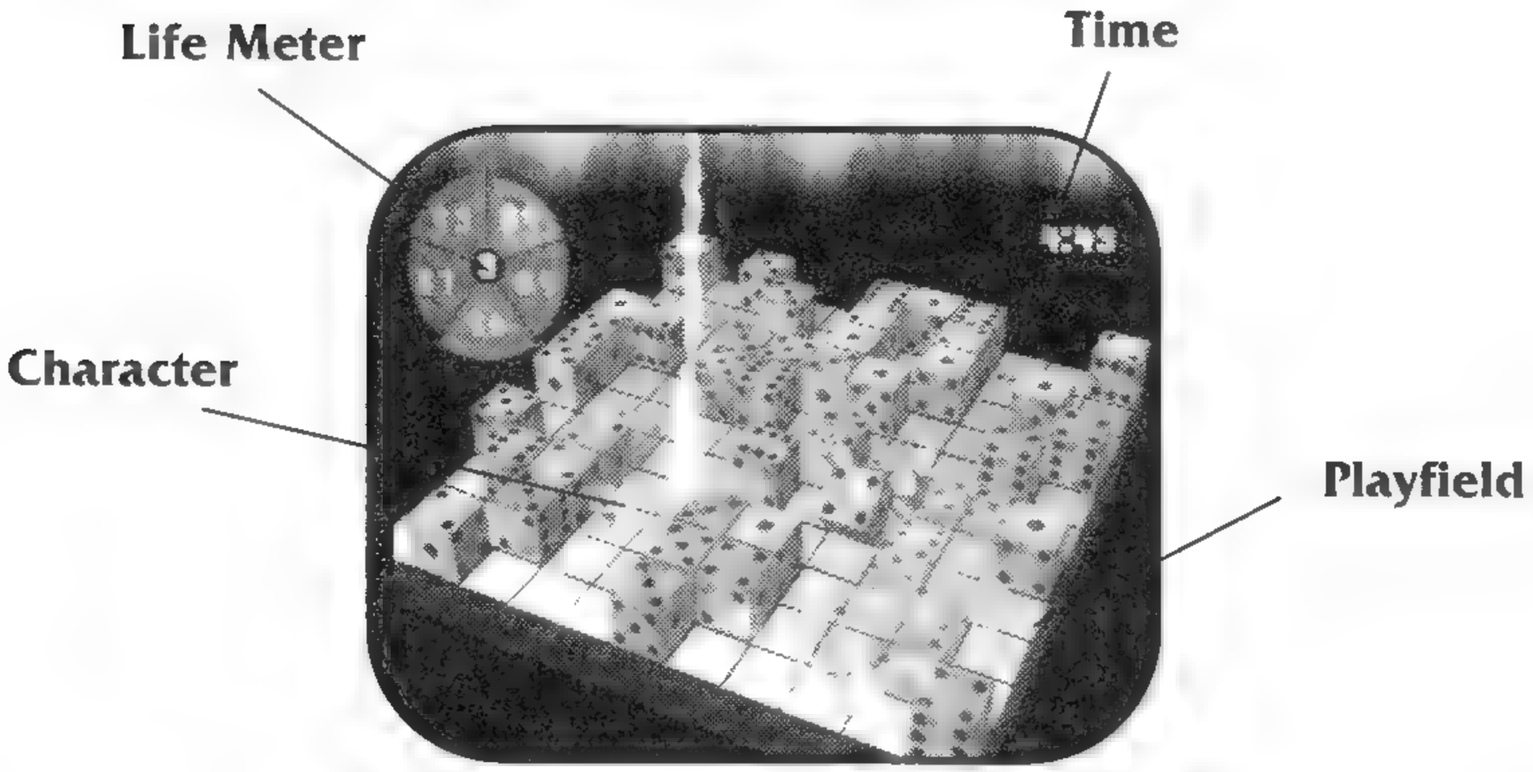
In Battle Mode, you and another player (or the computer) compete to be the first to line up three, four or five dice patterns. For example, if you line up two Twos, you fill up one of your boxes. Line up three Threes, and you've filled up another box. You can continue to line up the same patterns once you've obtained them (to keep your opponent from stealing them), but they won't appear in your boxes. The first player to fill up all the boxes wins.

- **Info** Displays the faces of the dice the player is currently on.
- **Patterns** Displays the patterns the player has obtained.
- **Time** Displays the amount of time left in the game.
- **Character** The character you control.
- **Playfield** The available area in which both players move the dice around.

Battle Mode Hints

- You can steal a pattern that your opponent has already obtained by lining up that same pattern yourself. You can even add a single die to a descending pattern your opponent has lined up and steal that pattern.
- If your opponent's character is on the floor, you can steal his pattern by rolling the dice over him. The number on the top face of your die as you roll over the character is the pattern you will steal.
- When you have only one box left to fill, the word "Check" will appear, meaning your opponent is in danger. If your opponent steals one of your patterns, that player will get out of check; if you can get one more pattern, you win.

Wars Mode



The Wars Mode is a five player simultaneous survival game. Each player has a life value indicated by the meter in the upper left corner of the screen. As you line up dice, the number of dice you make disappear will be subtracted from the other players' scores.

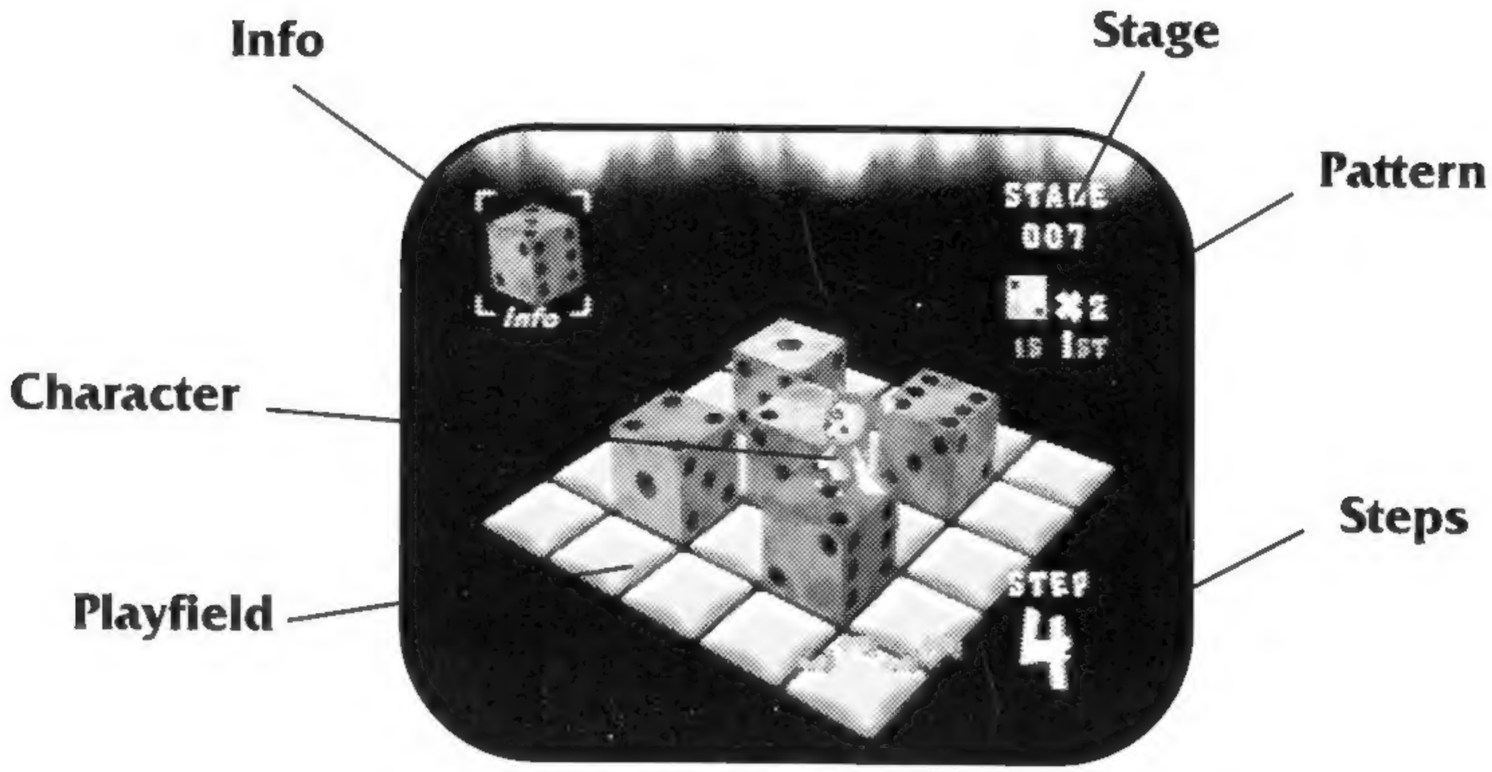
- **Life Meter** Displays the amount of life each player has.
- **Time** Displays the amount of time left in the current round.
- **Character** Each player controls a separate character.
- **Playfield** The available area in which all players move the dice around.

Note: When using the Multitap, at least one controller must be attached to Port 1A.

Wars Mode Hints

- If you chain, you can continue to damage the other players until the dice fully disappear. You can also attack an opponent's character directly if he is on the floor by rolling your die over him. The number on the top face of your die as you roll over a character is the amount of damage that character will take.
- Damage is not assessed until a set of dice fully disappears. This allows you to chain multiple times and do some serious damage to your opponents.
- If an opponent has made a pattern begin to vanish, you can steal the pattern by adding a die to it. You will see the color of the pattern change to your color as you add your die. When the pattern vanishes, all the damage will go to your opponents just as if you had lined up the whole pattern.
- The normal way to damage your opponents is by connecting dice together. But you can also cause damage by rolling over dice that are vanishing. This strategy can work in two ways: if you roll your die over your own vanishing dice, you can keep your opponent from chaining your dice, and you can also roll over your opponents' vanishing dice to break their attack and block their next chain.
- An important aspect of Wars Mode is using the Happy One technique (explained on page 8). When you connect a One to a vanishing set of dice, you will gain life equal to the Ones you make vanish. Using this strategy properly can make the difference between victory and defeat.

Puzzle Mode



The object of Puzzle Mode is to line up all the dice and make them vanish in a certain number of steps. The number of steps you have to line up the dice is shown in the lower right corner of the screen. Moving a die one step in any direction decreases the number by one. If you do not line up the dice properly in the allotted number of steps, you must try again.

- **Info** Displays the face of the die you are currently on.
- **Stage** Shows the number of the puzzle you are currently playing (out of 100).
- **Pattern** Shows the first pattern needed to complete the puzzle.
- **Steps** Displays the number of moves you have to complete the puzzle.
- **Character** The character you control.
- **Playfield** The available area in which you move the dice around.

Types of Dice

You will find five different kinds of dice as you progress through the game, adding to the difficulty of the puzzle. Each kind behaves differently when you push the dice from the floor. (Except for Iron dice, all the dice behave the same when you're on top of them.)

- **Normal** This dice has different-colored faces. It slides one square in any direction when you push it.
- **Wood** Lightweight, this dice rolls normally as though you were on top of it when you push it.
- **Ice** When you push this frozen block, it slides until it hits another block or the edge of the playfield.
- **Stone** You can't push this heavy dice at all when you're on the floor.
- **Iron** This dice is so heavy, you can't move it at all, even when you're on top.

Puzzle Mode Hints

- Some floors have holes in them. You can't move your character or the dice over these holes.
- The first pattern that needs to be lined up appears in the upper right corner of the screen. Use this information to clear the puzzle. Some puzzles require several different patterns to be solved (for example: three Threes, then two Twos).

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